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CHICKIN CHASE

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THE GAME

(As translated from the French by C. A. Havelock.)

The life of a cockerell, it is not always so very nice. He has to defend the chicken house against his insatiable enemies. And he must eat to keep up his strength so that he is able to honour the requests of Madame.

Never forget that a gallant visit can leave you powerless to fight the hedgehogs, rats, stoats, snakes and other terrible beasts that are so fond of the oeufs. You can replenish your energy from the grain store in the chicken house.

LOADING

- Ensure that your tape recorder is connected according to your Commodore 64 Manual.
- Place the tape in your tape recorder and rewind to the beginning.
- Press SHIFT and RUN/STOP on your Commodore 64 simultaneously.
- 4. Press PLAY/LOAD on your tape recorder. NOTE: Full loading instructions can be found in your Commodore 64 Manual.

PLAYING THE GAME

Chickin Chase can be played either with a joystick (connected to port 2 of your Commodore 64), or the following keys:: (colon)=UP

Z=LEFT X=RIGHT

. (full stop)=DOWN

SPACE BAR=PECK START= ← (arrow left)
Once loaded, the game will immediately go into
DEMONSTRATION mode. Press FIRE on your
iovstick to start.

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